Subject: Re: Hopefully fixed "Writes to freed blocks" bug in ide - and warning (quiz)
Posted by mirek on Tue, 23 Oct 2007 17:45:20 GMT

mdelfede wrote on Tue, 23 October 2007 12:20luzr wrote on Tue, 23 October 2007 18:08
No, it can resize the array if you use i >= GetCount.

Ah, ok... I wouldn't ever use it like that, it's the easy way of producing bugs....

Well, I think At is extremely effective way how to solve many problems. And similar issue existis even in the plain C

a[i++] = a[i];

it is simply something you have to care about...

Quote:
I must say that reference counted stuffs are usually small in size, so you can pass them by value with few overhead.
I did something like that some time ago and it was nice to use.

Well, yes, I think that is the "official" C++/boost path... If you like that, U++ pick_ must sound alien to you

Mirek